

PRIOR ART

102

101

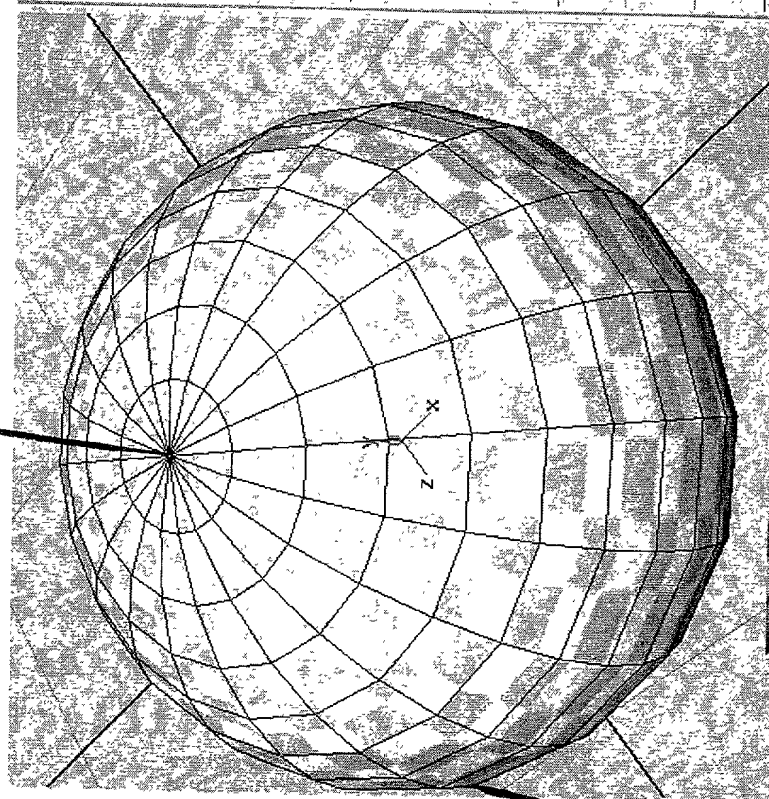


FIG. 1A

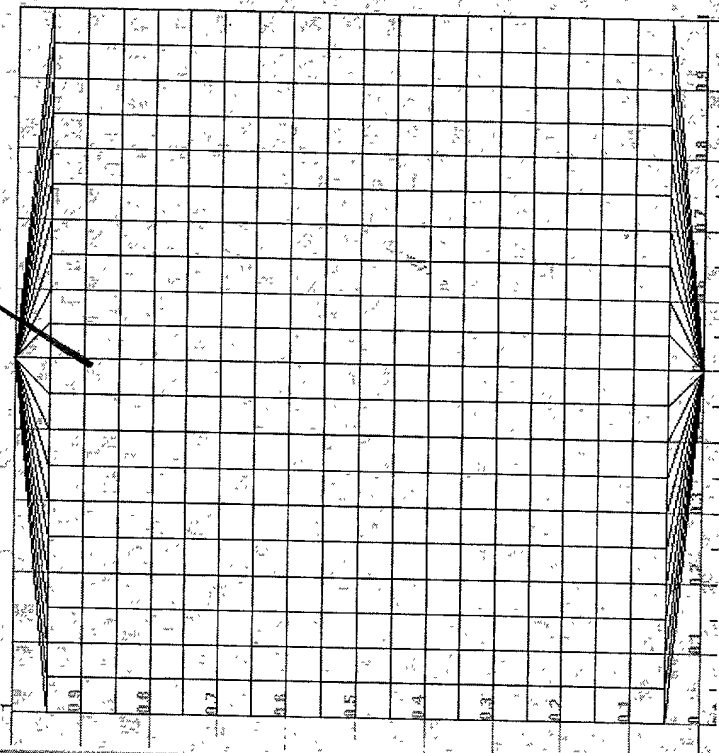


FIG. 1B

100

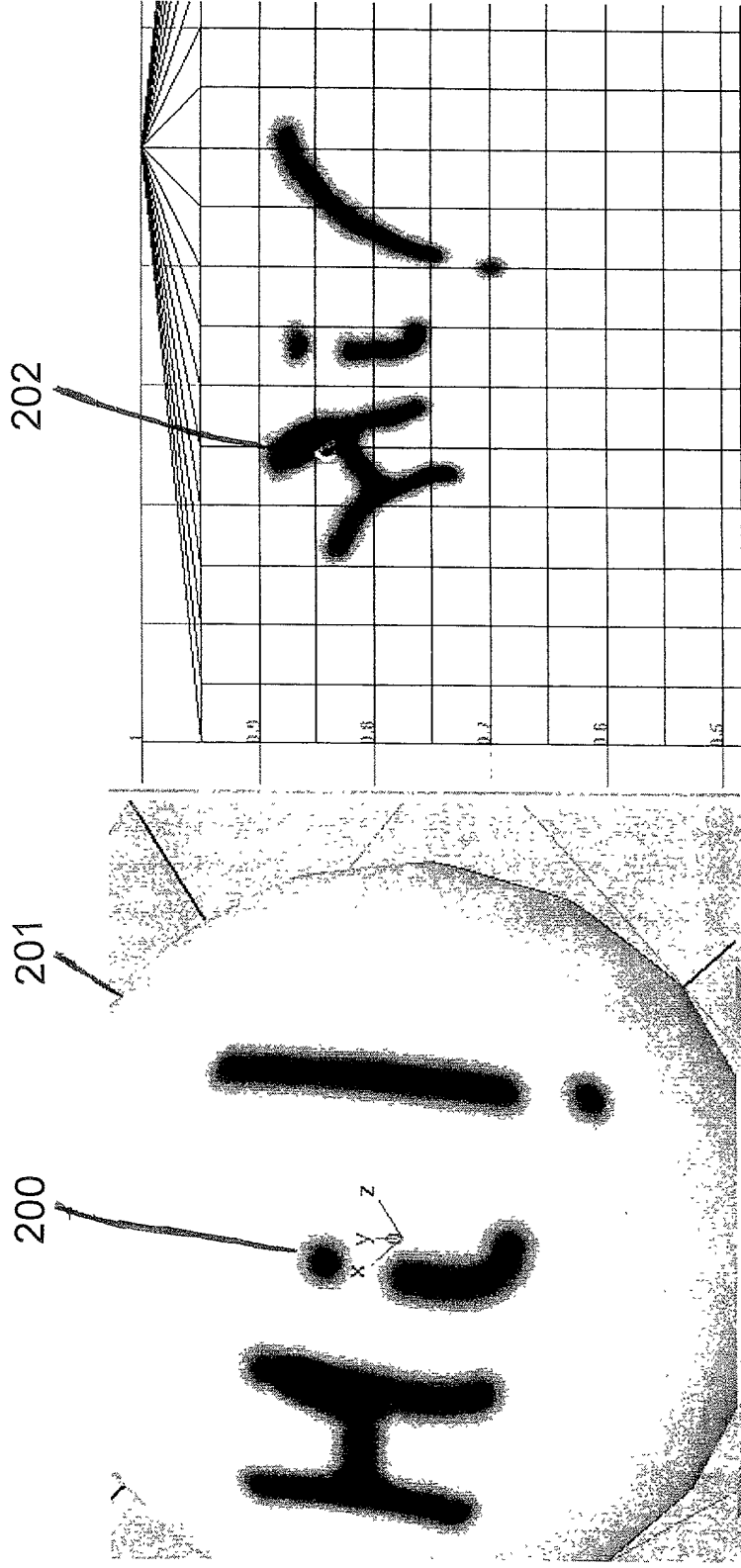


FIG. 2A

FIG. 2B

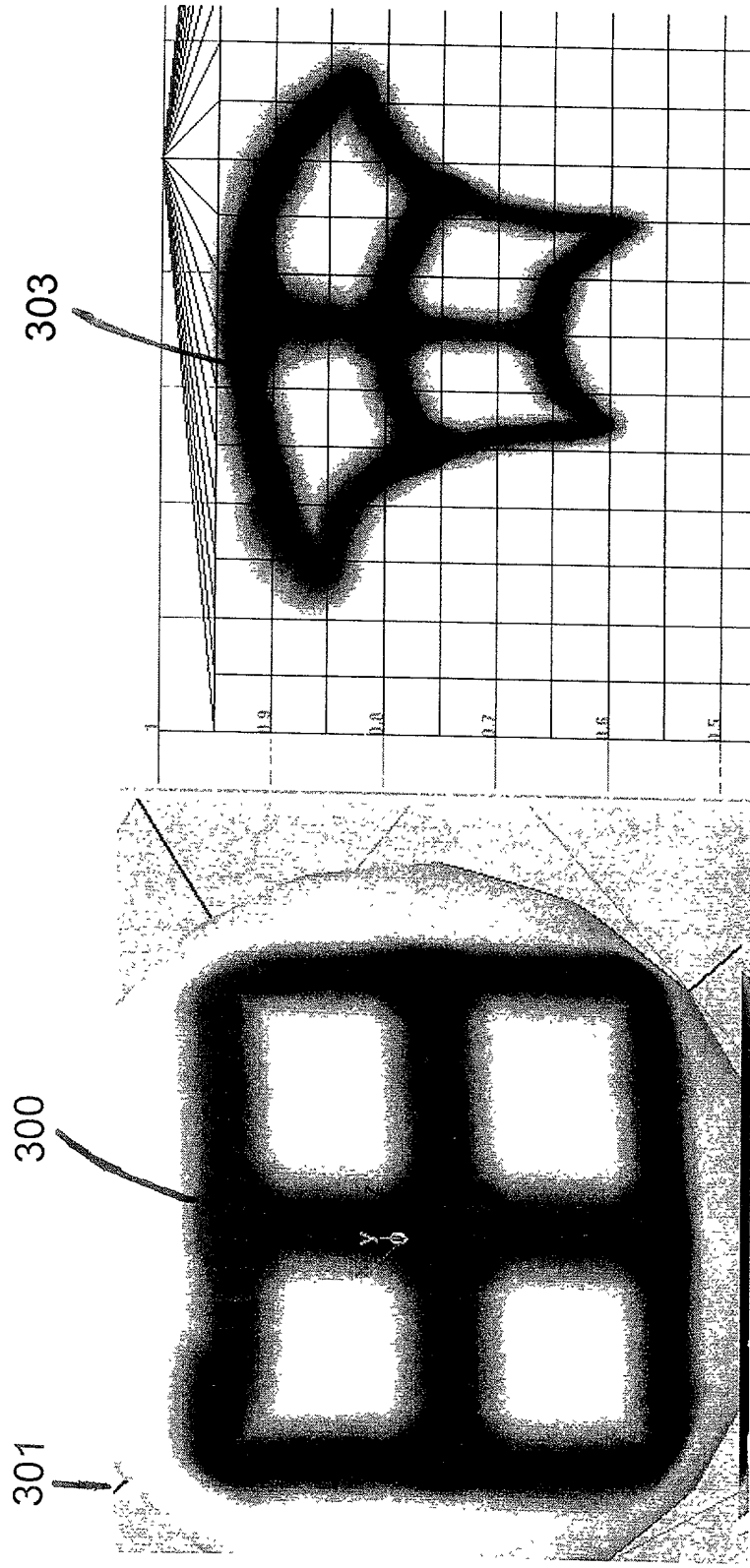
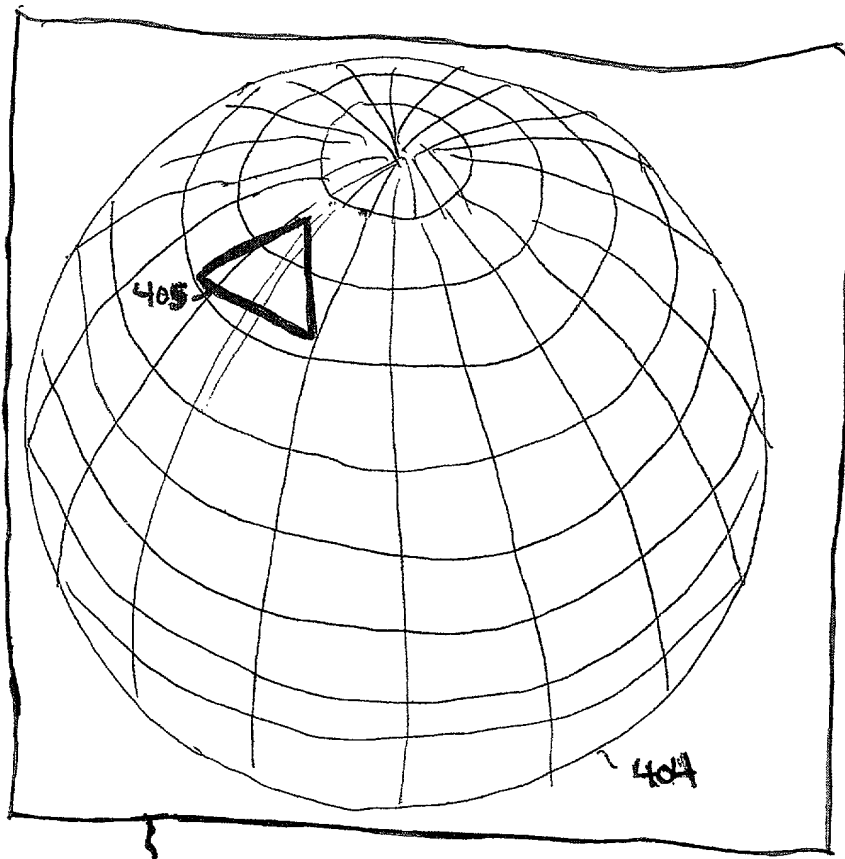


FIG. 3A

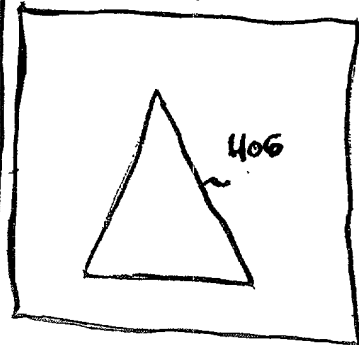
FIG. 3B

FIG. 4

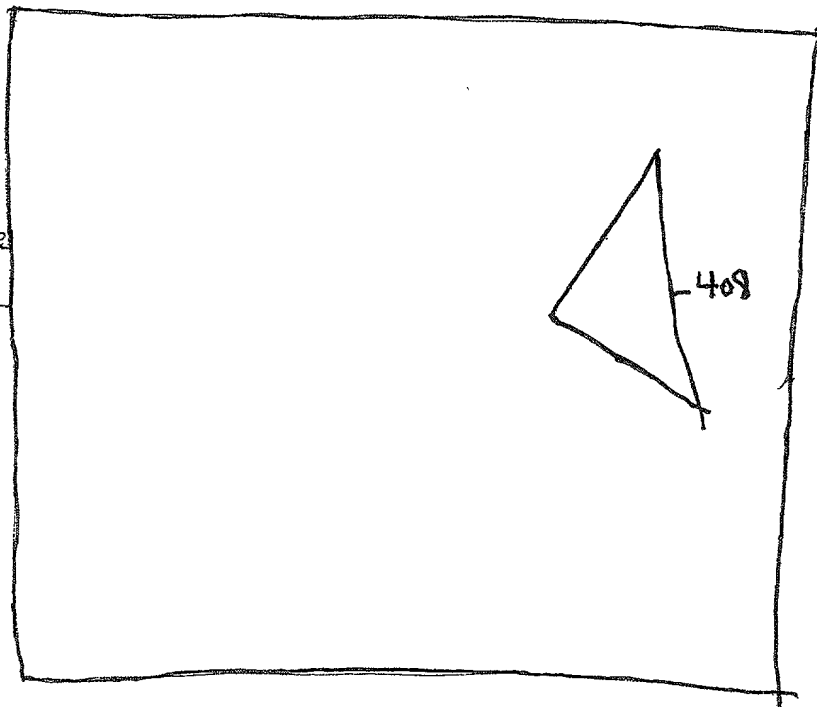


400
30 Space

Stamp
intermediate
Space
402



texture space
403



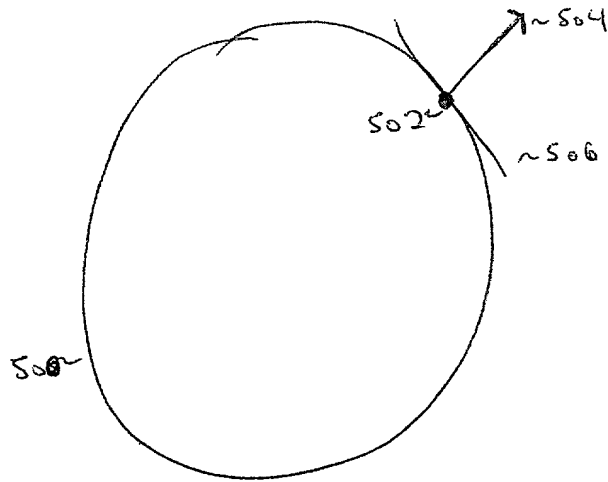


Fig. 5A

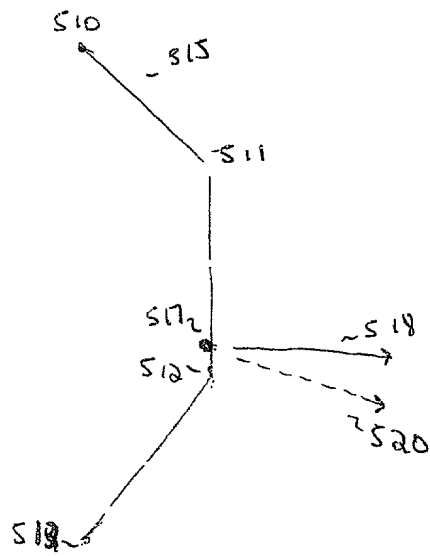


Fig 5B

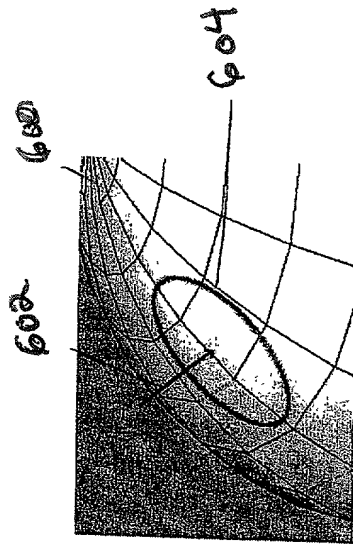
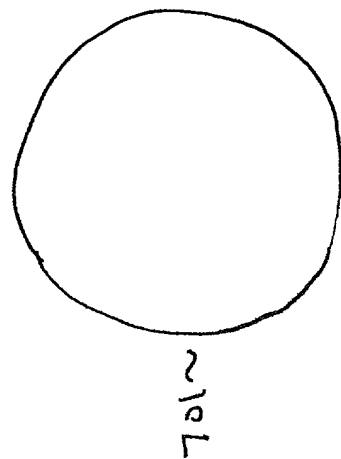
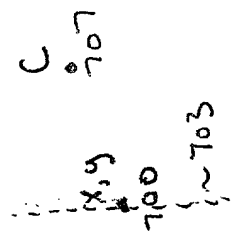
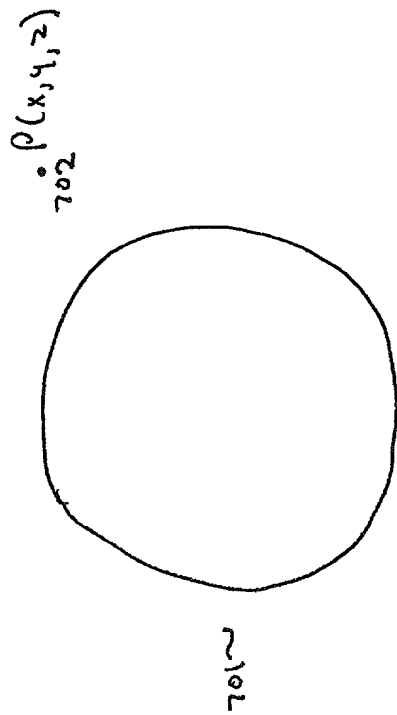
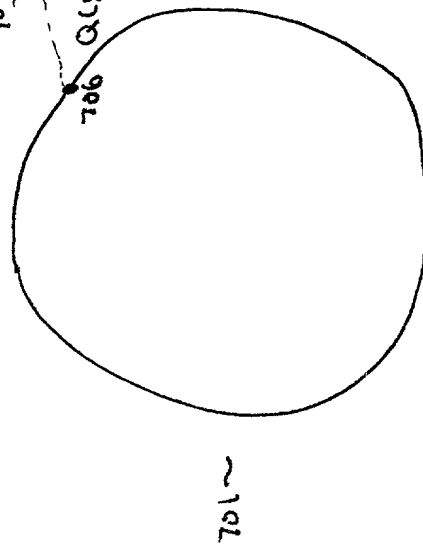
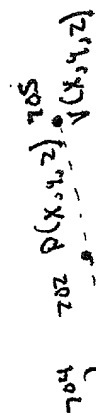


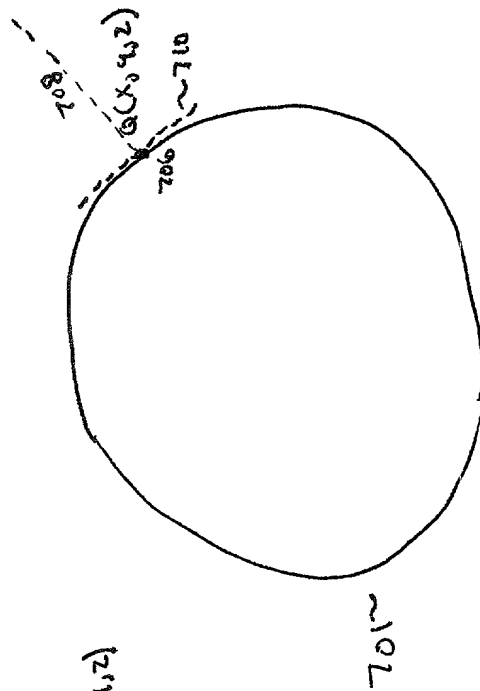
FIG. 6


$$\frac{1}{2} \times 100 = 50$$


8:7 73



7C
F-8



DL
Lit

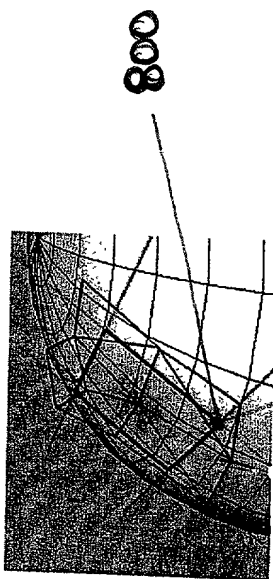


Fig. 8

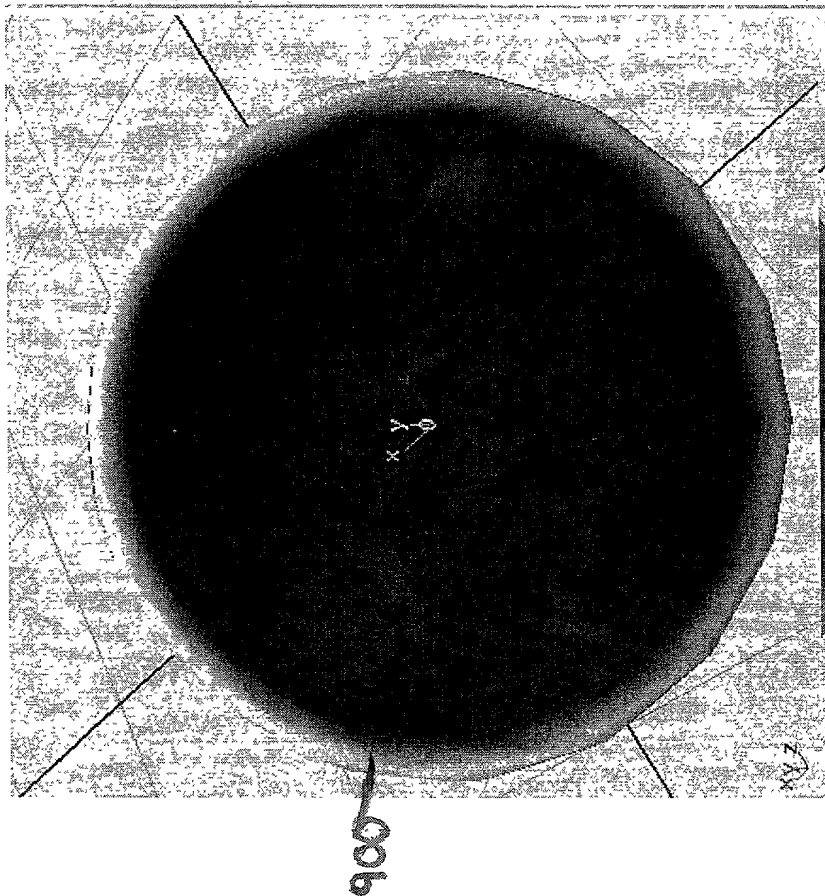


Fig. 9A

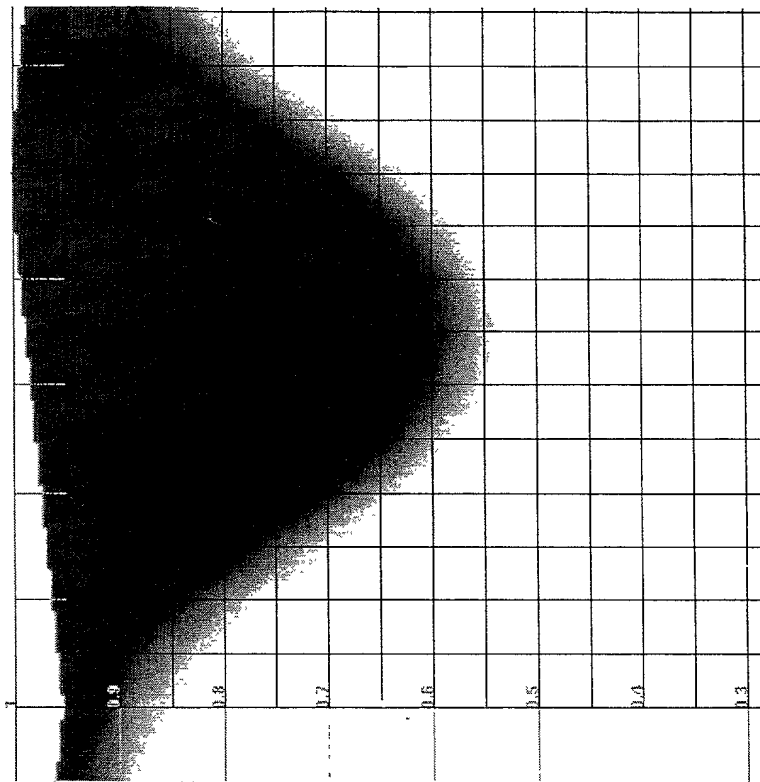


Fig. 9B

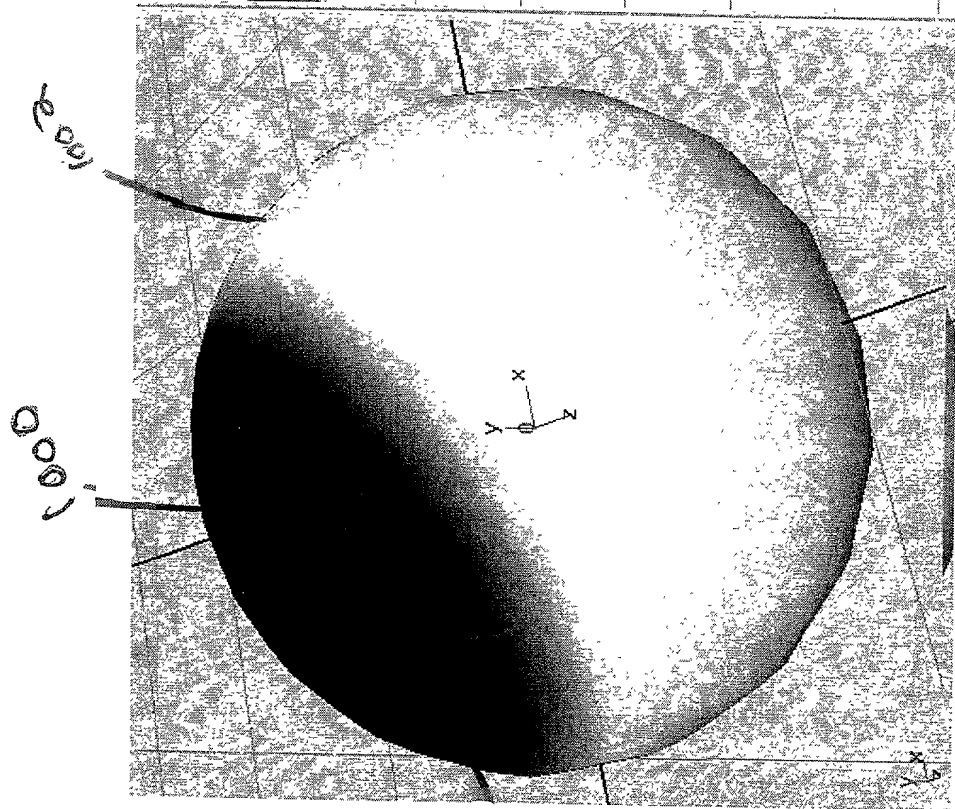


FIG. 10A

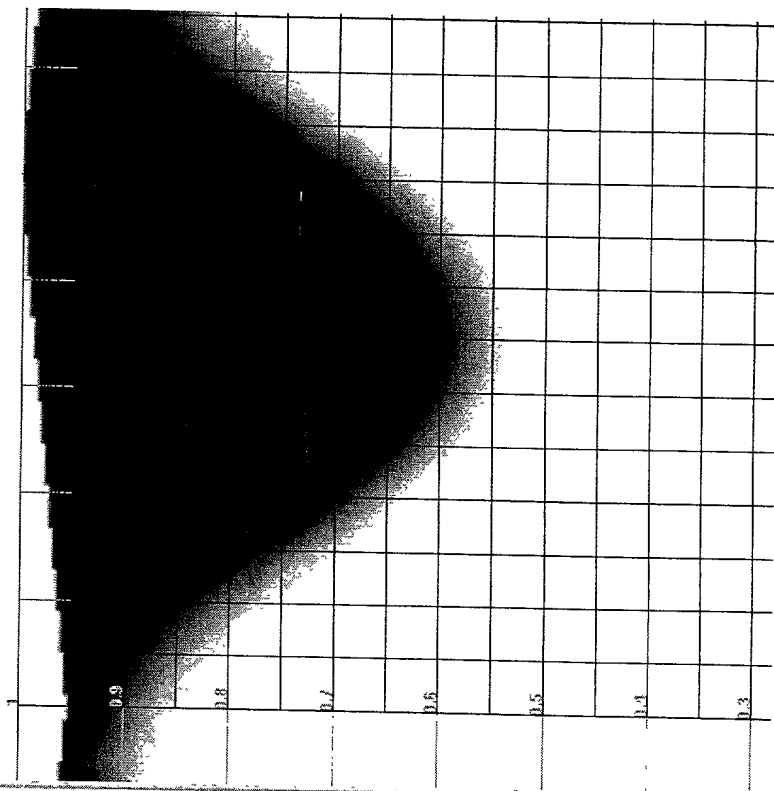


FIG. 10B

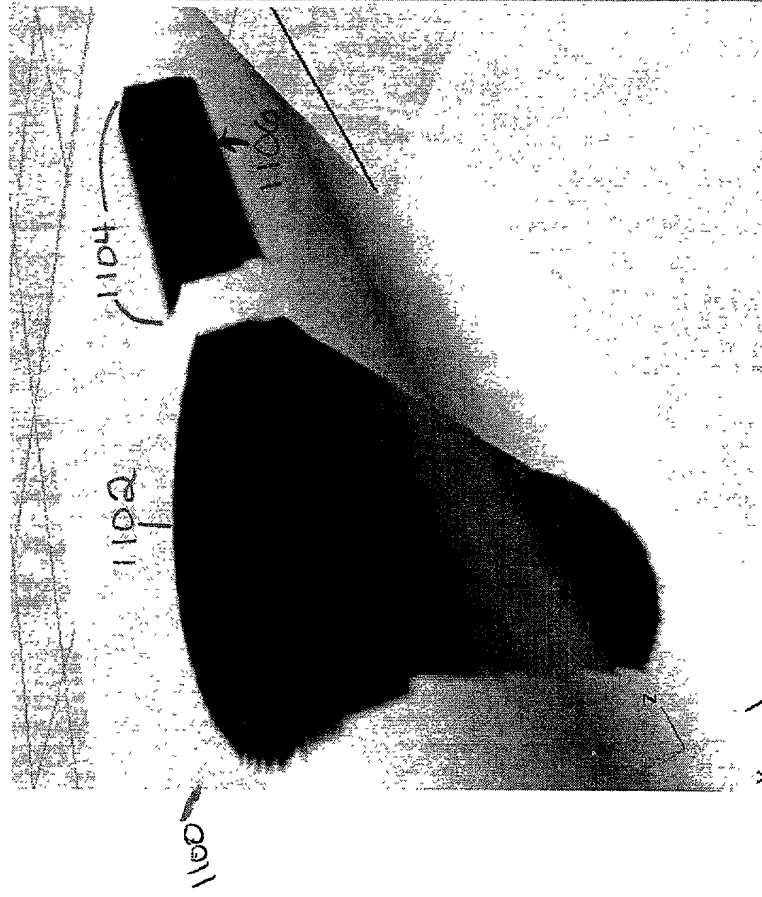


FIG. 11A

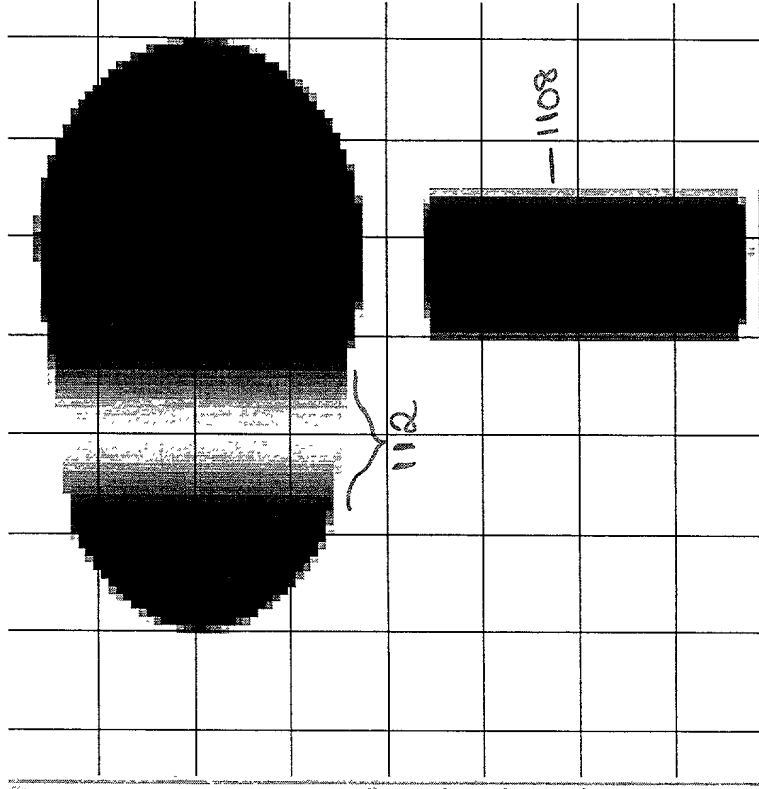


FIG. 11B

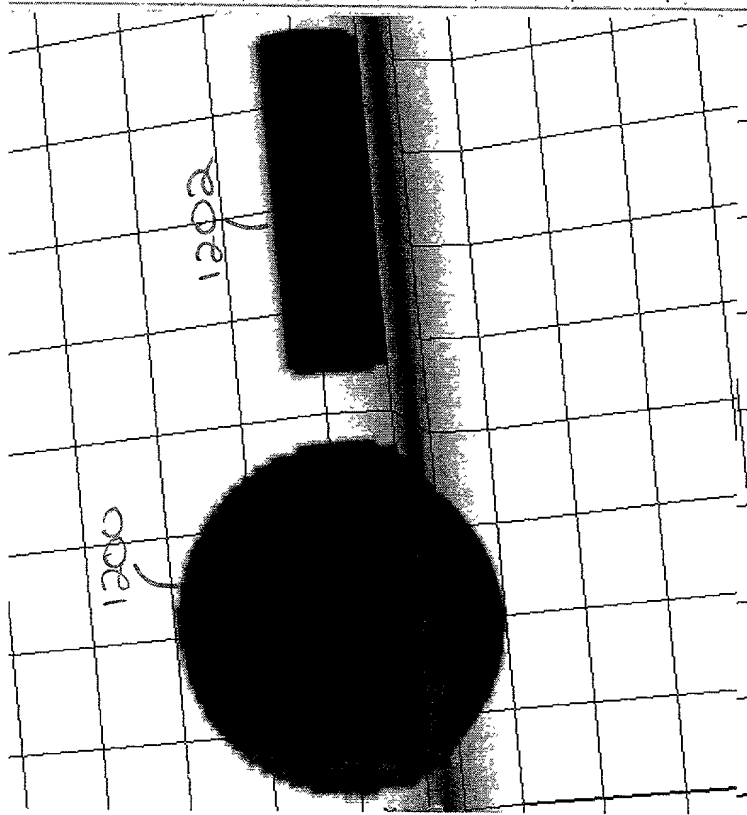


Fig 12A

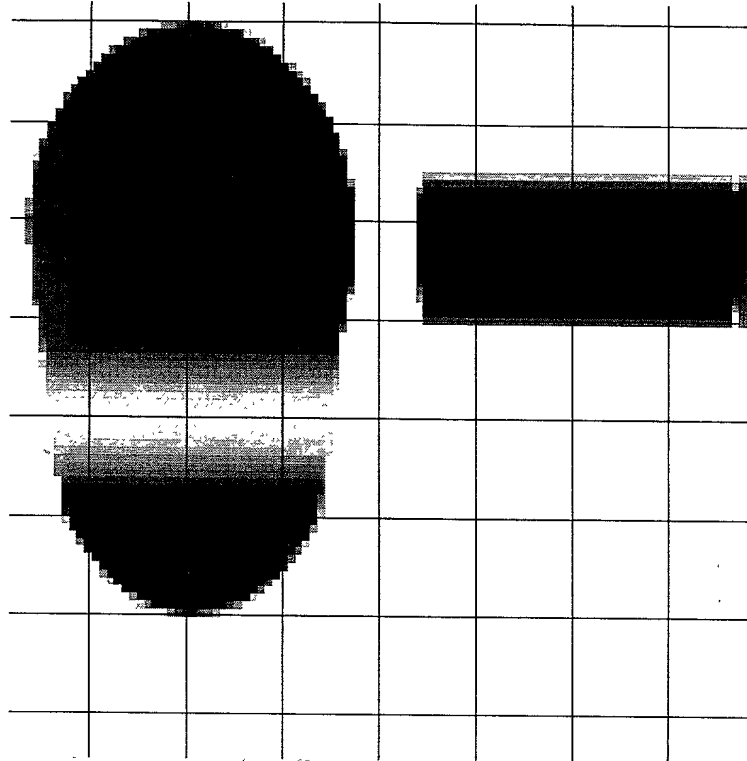


Fig 12B

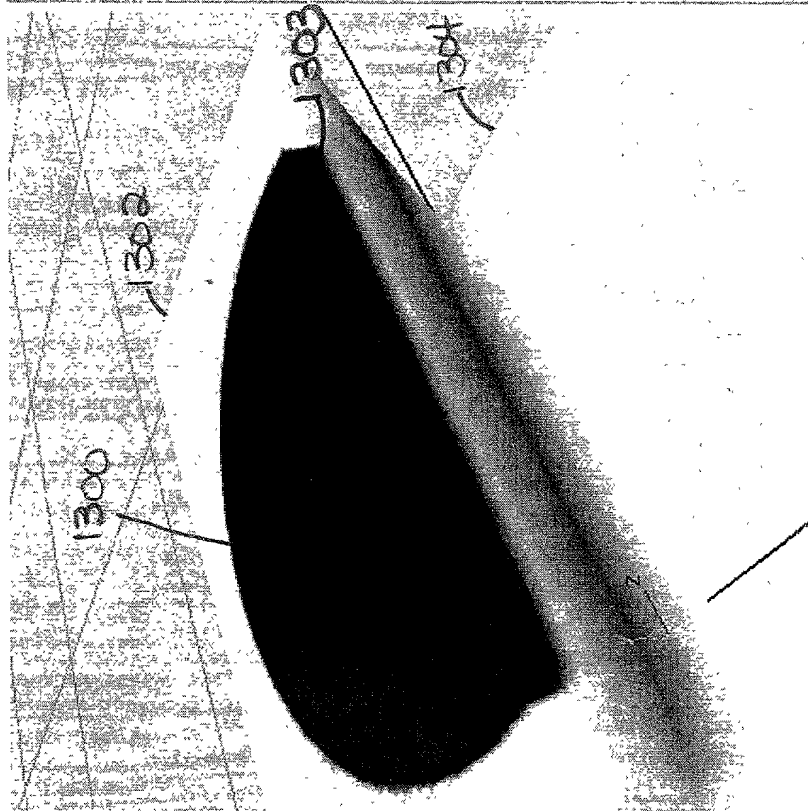


FIG 13A

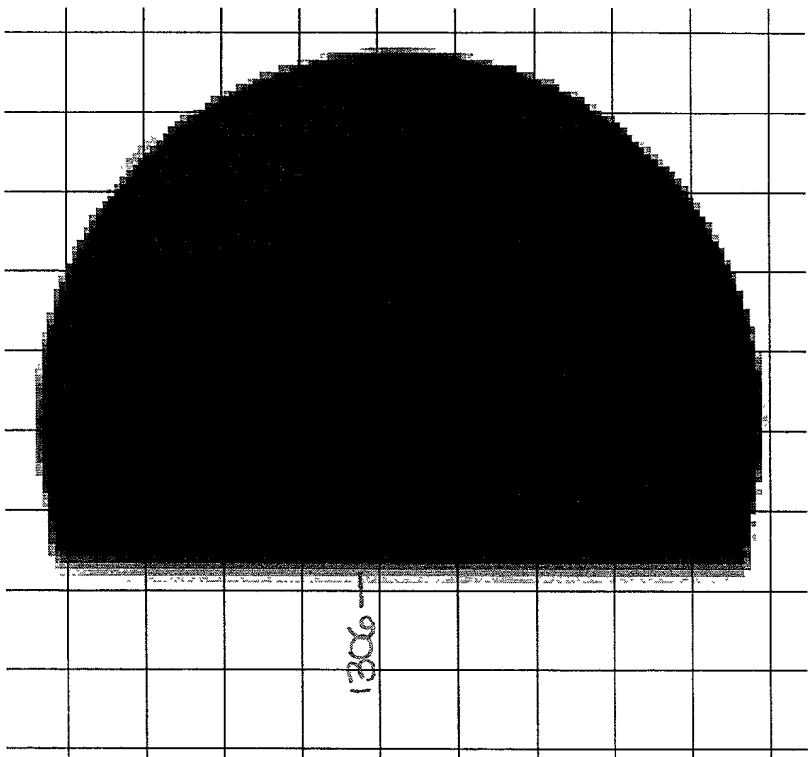
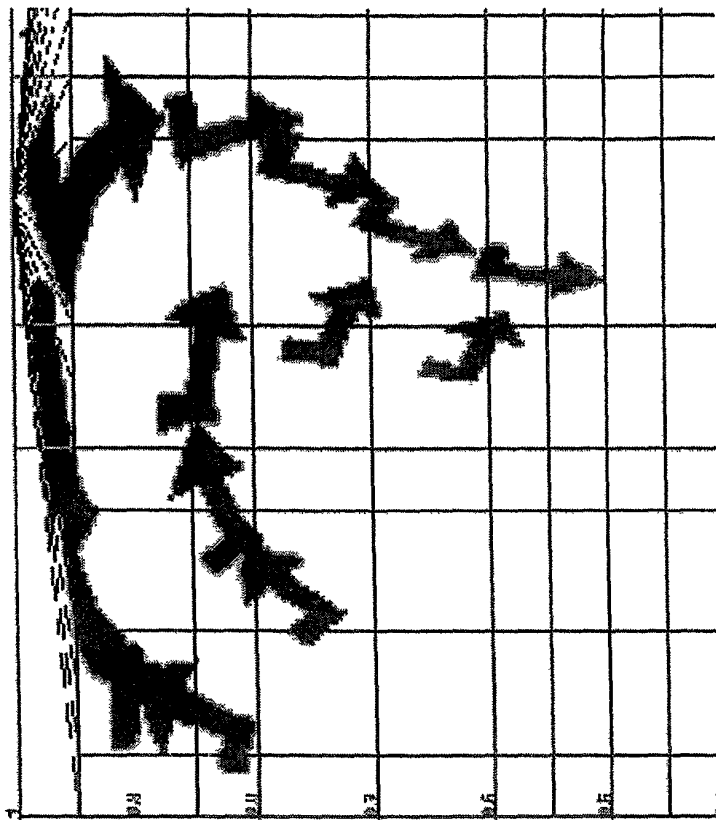
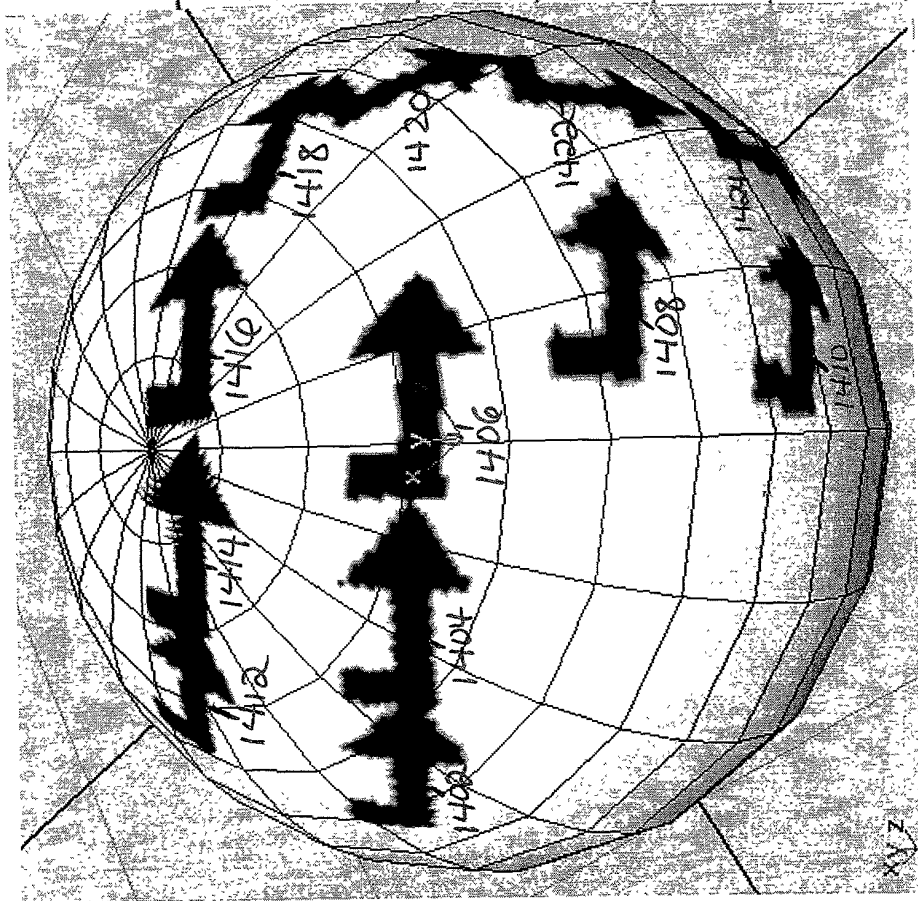


FIG 13B



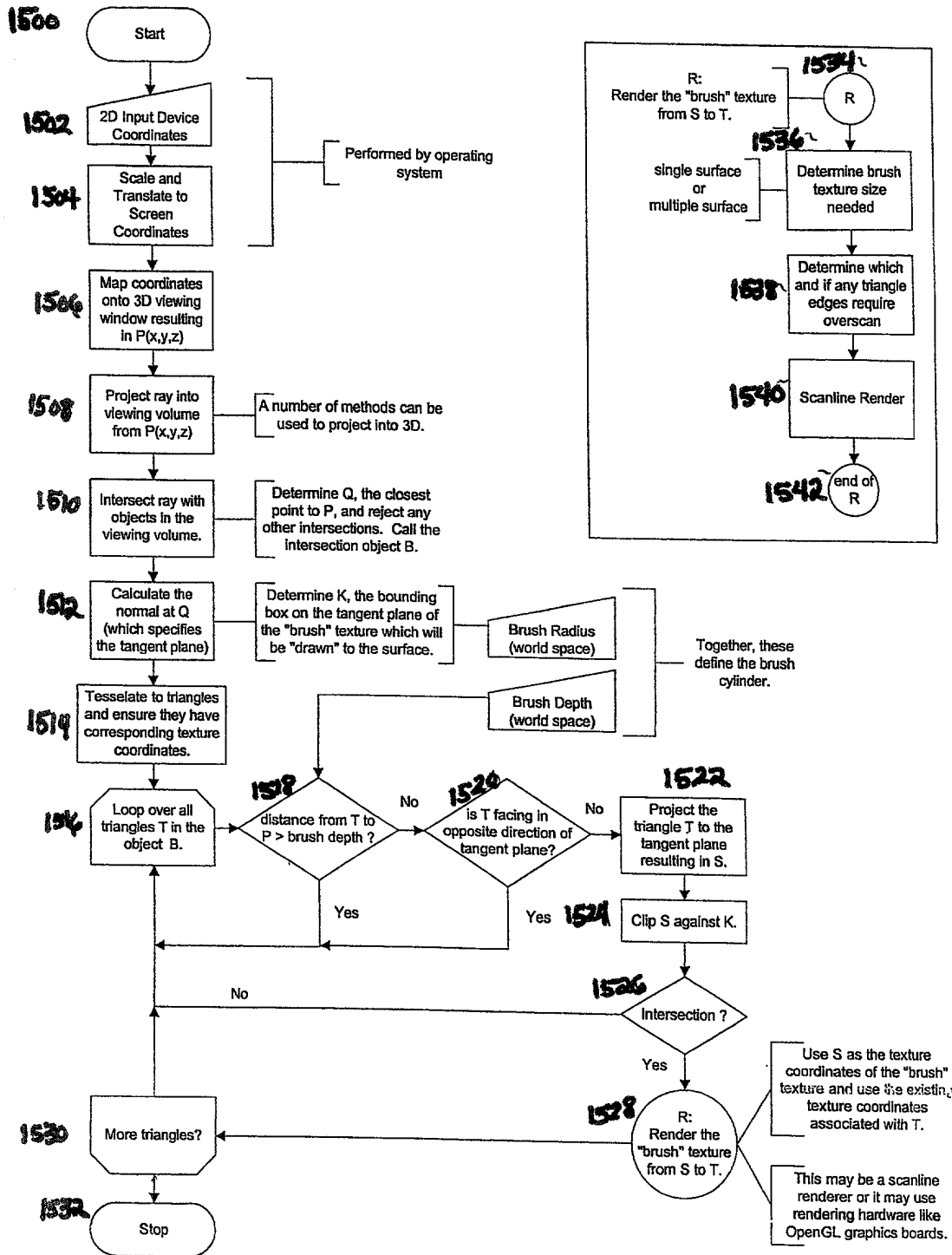


FIG. 15

2025 RELEASE UNDER E.O. 14176

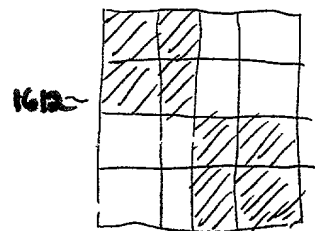
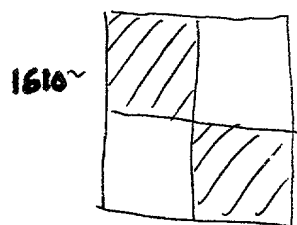
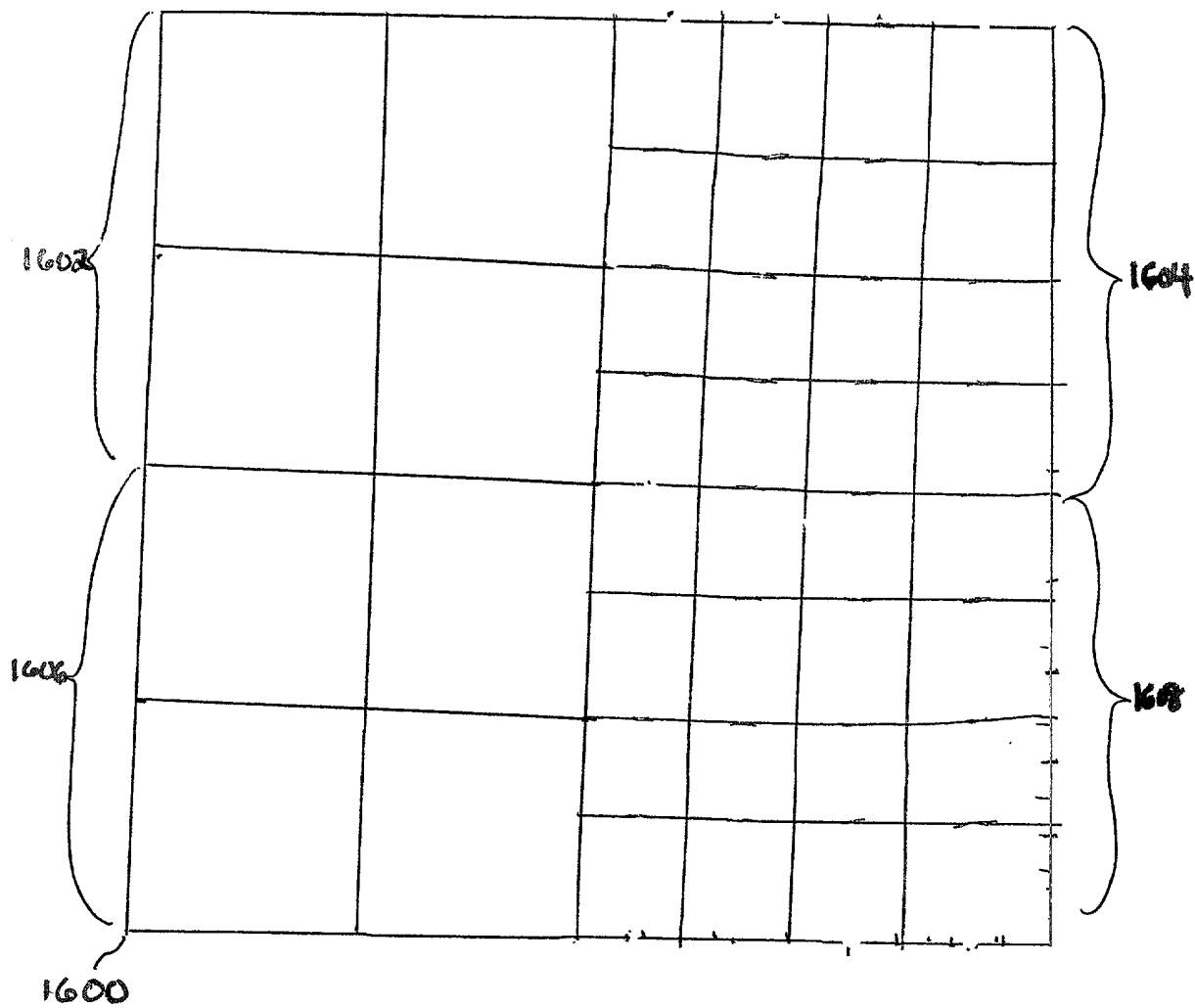


FIG. 16

After standard paint and overscan techniques are used, the image is processed to fill all the remaining background pixels: ⊗.

First step computes the mipmap levels keeping track of background pixels:

- If the 4 pixels at previous level are background pixels, the new one is background too.
- Otherwise, the color is the average of the non background pixels.

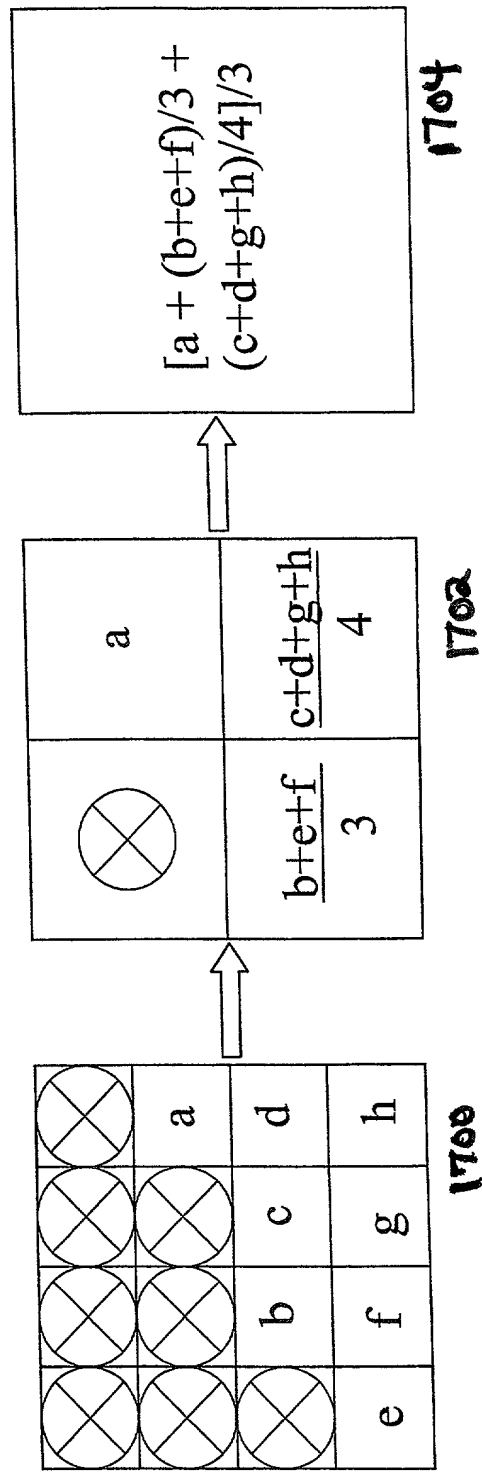


FIG. 17

Second step traverses the mipmap the other way, and assign the coarser level values to the corresponding background pixels.

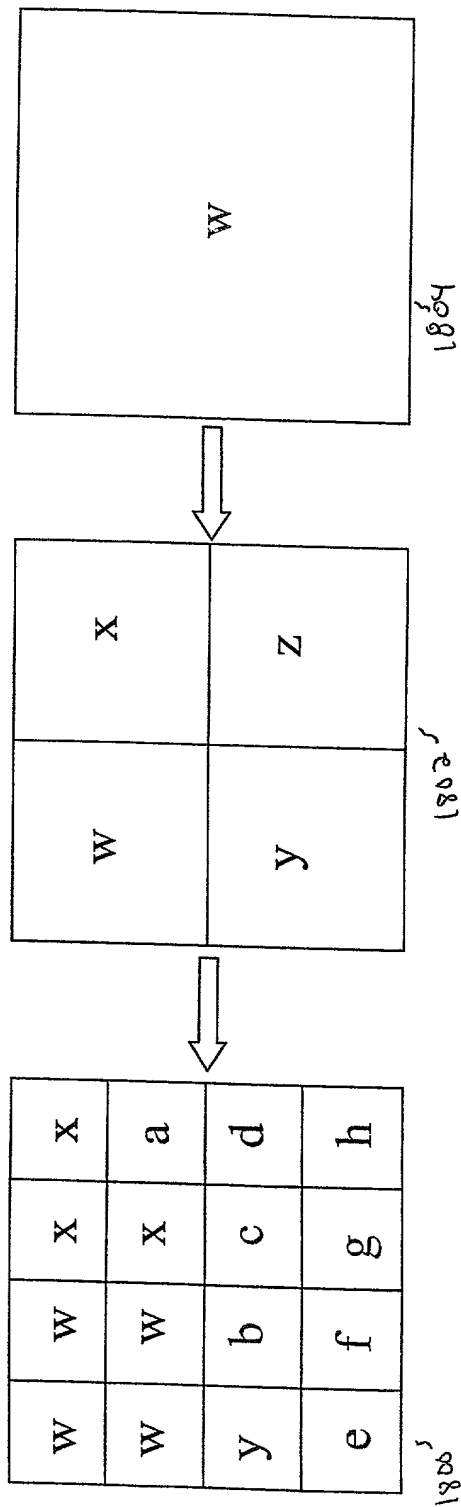


FIG. 18

```

graph TD
    1900[1900 ~ Start with initial MIPMAP] --> 1902[1902 ~ Create subsequent MIPMAP level]
    1902 --> 1904{1904 ~ Any background Pixels left?}
    1904 -- Yes --> 1902
    1904 -- No --> 1906[1906 ~ reverse map to previous MIPMAP level]
    1906 --> 1908{1908 ~ at original level?}
    1908 -- No --> 1906
    1908 --> 1910[1910 ~ end process]
  
```

FIG. 19

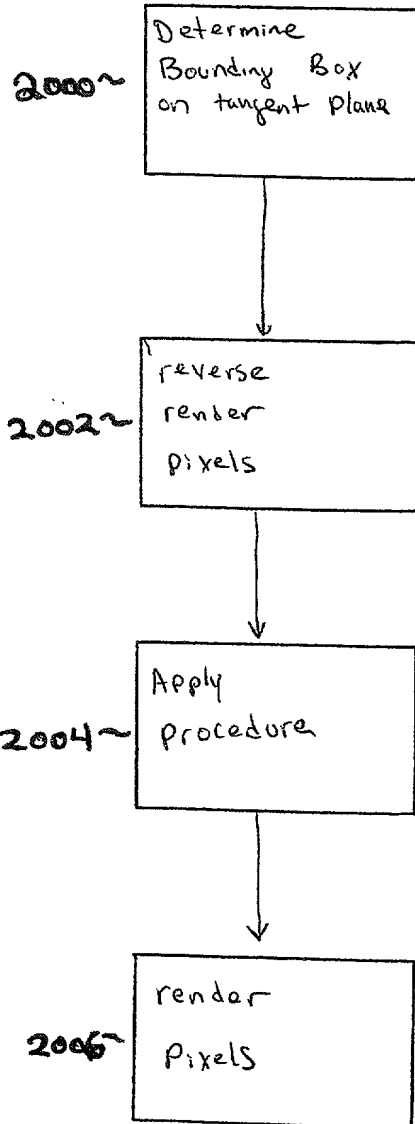


FIG. 20

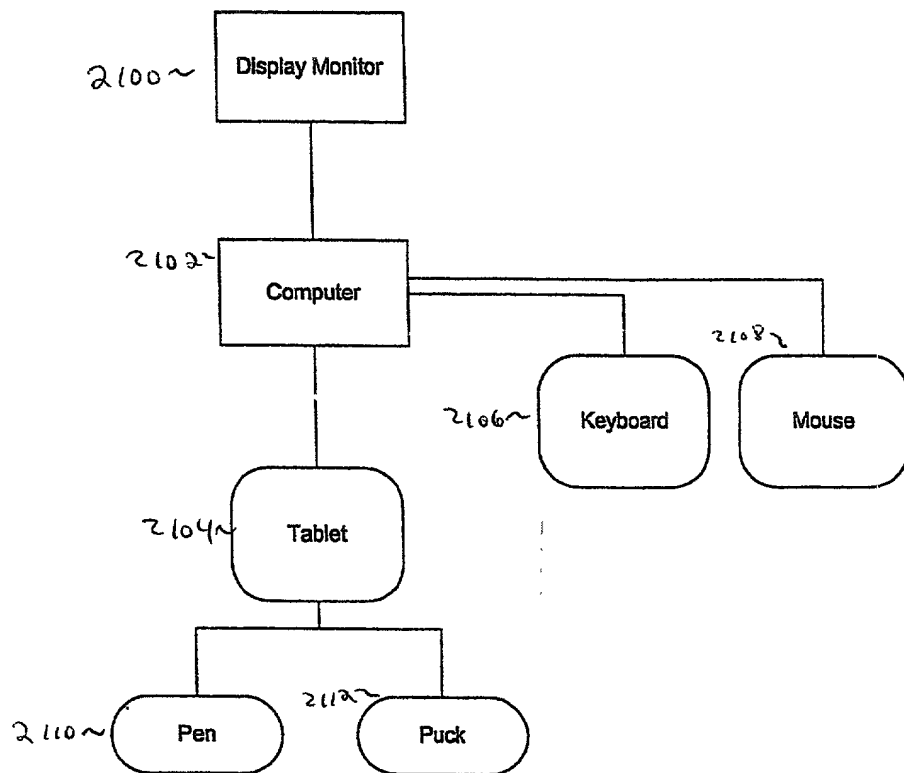


FIG. 21